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408-433-3999

Monday through Friday from 9:00 am – 6:00 p.m. Pacific Time

TIME WARNER INTERACTIVE

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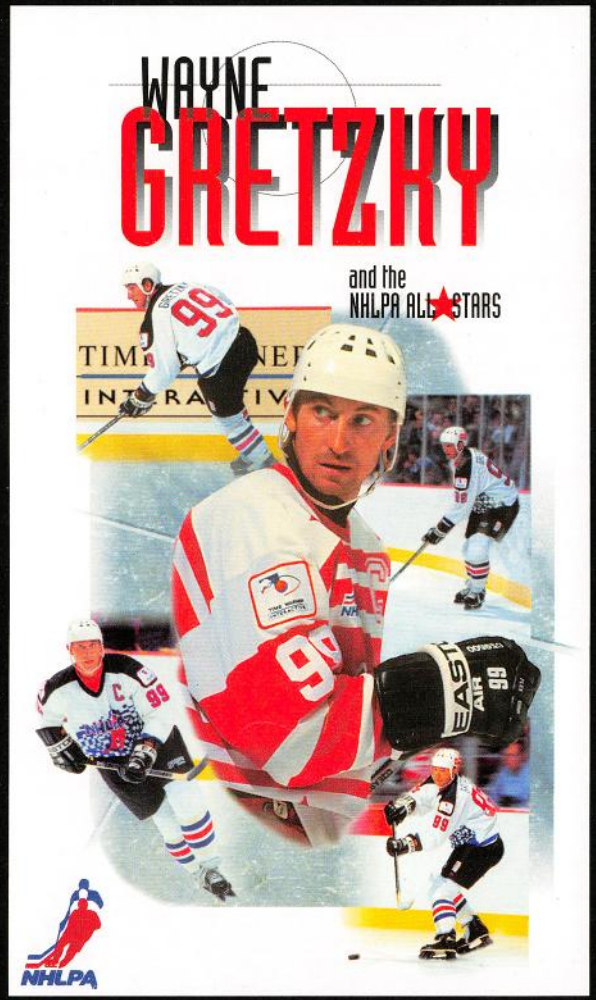

KIDS TO ADULTS
AGES 6+

TIME WARNER INTERACTIVE

INSTRUCTION MANUAL

SUPER NINTENDO ENTERTAINMENT SYSTEM

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WAYNE GRETZKY

He scored his first goal at the age of two. Using a sponge ball and a tiny stick, he charged as his grandmother positioned herself as the goalie. He simply shot the ball between her legs. That first goal would be one of the many goals which would propel Wayne Gretzky toward a remarkable hockey career and his currently perceived status as the greatest hockey player ever.

Gretzky was four when he played his first game, and at 11 won Canada's most outstanding young hockey player award. He scored 378 goals in 85 games playing against 13, 14 and 15–year olds. When asked to give a speech after receiving the award, Wayne stepped up to microphone, but couldn't utter a word. All-time NHL Scoring champion Gordie Howe, Wayne's idol, stepped up to the mic, put his arm around the frightened 11–year old and said, "When someone has done what this kid's done in the rink, he doesn't have to say anything!"

When Wayne wasn't playing hockey as a youth, he was pitching baseball or playing Lacrosse. In his home town today, some people still argue that Wayne was a better baseball pitcher than a hockey player, yet his father says his best game may have been Lacrosse. Although offered a tryout with the Toronto Blue Jays, Gretzky turned it down to stick with hockey. At the age of 17, he played his first pro hockey game for the Indianapolis Racers. Two weeks later he was traded to the Edmonton Oilers.

At 19 years of age, Gretzky became the youngest player ever to score 50 goals in a season. During the 1981-'82 season, it took Wayne only 39 games to score 50 goals, the fastest ever in NHL history. That same season he set an all-time record of 92 goals, and he became the first player ever to score more than 200 points. In the

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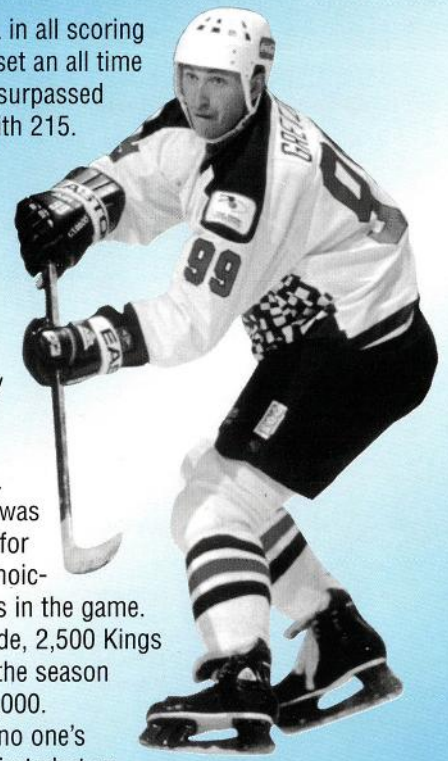


1984-'85 season, he led the NHL in all scoring categories. The next season, he set an all time NHL assist record with 163 and surpassed his own all-time points record with 215. The next two seasons, Wayne Gretzky and the Edmonton Oilers would win back-to-back Stanley Cup Championships. In the first ten years of his professional career in Edmonton, Gretzky shattered NHL records and lead his team to four Stanley Cup Championships.

In 1988, the largest trade in NHL history was made when Gretzky was traded to the Los Angeles Kings for $15 million dollars, three draft choices, and two of the best prospects in the game. In the 24 hours following the trade, 2,500 Kings season tickets were sold. When the season started, the total had risen to 13,000. Sellouts became routine, and to no one's surprise, Gretzky scored on his first shot as a Los Angeles King. In his next two seasons, he again led the league in assists and points and passed Gordie Howe's all-time NHL point record of 1,850. Wayne did it in grand style with a winning overtime goal against the Edmonton Oilers, his former team.

Wayne Gretzky's finest moment as a King came in the 1992–'93 season. Although a back injury kept him out of the first 39 games,

Gretzky scored 46 points in 27 games. This fantastic performance helped lead his team to the Stanley Cup final. Although the Montreal Canadiens won the series, Wayne Gretzky will always be synonymous with dedication, success and championships. And, on March 24th, 1994, Wayne Gretzky scored on a power play to break the all-time NHL Goals Scored record with his 802nd goal. To date, "The Great One" holds or shares 61 NHL records.

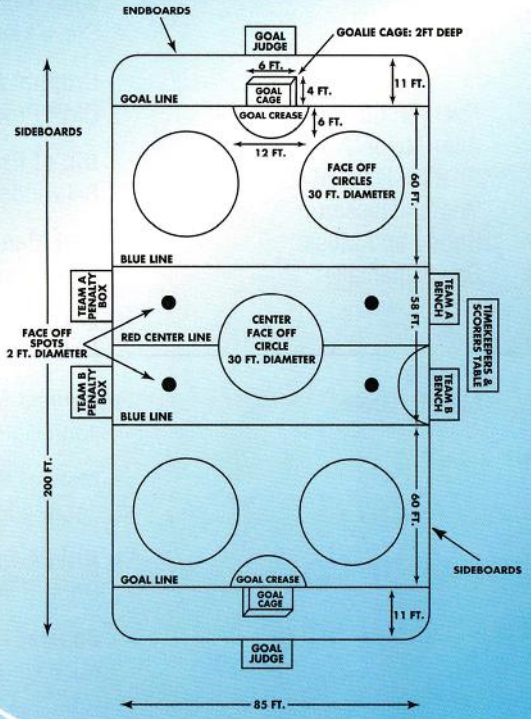
"The [Stanley] Cup is a symbol of the championship, and once you can actually hold the championship you want to touch it, feel it, use it, show it around. You want to relish the fact that it's real, it's in your hands, that you really are the best in the world..."
Wayne Gretzky

Season	Team	Goals	Assists	Points
78-79	Indianapolis	3	3	6
78-79	Edmonton	43	61	104
79-80	Edmonton	51	86	137
80-81	Edmonton	55	109	164
81-82	Edmonton	92**	120	212
82-83	Edmonton	71	125	196
83-84	Edmonton*	87	118	205
84-85	Edmonton*	73	135	208
85-86	Edmonton	52	163**	215**
86-87	Edmonton*	62	121	183
87-88	Edmonton*	40	109	149
88-89	LA	54	114	168
89-90	LA	40	102	142
90-91	LA	41	122	163
91-92	LA	31	90	121
92-93	LA***	16	49	65
93-94	LA	38	92	130
PRO Totals		**849**	**1719**	**2568**

* Won Stanley Cup
** All-Time Record
*** Missed 37 games due to injury

bone jarring hits that take place during the battle for control of the puck. The object of the game is for each team to score more goals than the opposing team.

The ice surface hockey is played on is called a *rink*. The size of the rink is most commonly 200 feet long and 85 feet wide with rounded corners. The walls of the rink are constructed from wood or fiberglass, and clear, shatter proof glass is positioned atop the walls to protect the fans from hard puck shots. The 3 1/2 foot walls are called *boards*, and players may use them to pin opposing players and dislodge the puck. Three *blue lines* separate the rink into three equal zones; the *defending zone*, the *attacking zone* and the *neutral zone*. A *center red line* divides the rink into halves, and the area on each side between the blue lines is the neutral zone.



Ice Hockey is a popular, exciting, fast-paced game played in rinks all over the world, so grab your controller, sit up on the edge of your seat and enjoy *Wayne Gretzky and the NHLPA All-Stars.*

PERIOD/GAME STATISTICS

At the end of each period and the end of a game, a Stat Screen appears. It displays a running total of the game's Goals, Shots on Goal, Shot Percentage, Penalties, and Power Play Goals. The winner is displayed at the bottom of the screen at the end of the game. Press **START** to return to the game, tournament or pro season Pre-Game Screen.

THE OBJECT OF THE GAME

Quite simply, ice hockey is a grueling, fast-paced game played on an ice surface by two teams of 25 players each. Six players from each team face one another on the ice, and player substitution takes place during breaks in gameplay or as the game is in progress. Substitution most frequently involves full sets of five players called *Lines*. The game takes 60 minutes of game time which includes three 20 minute periods. On-the-ice *officials* enforce the rules and stop the game's progress when an infraction occurs or when a period ends.

Hockey players wear sharp-edged ice *skates* and carry a specially designed stick that is curved at the bottom. The players use the sticks to push and shoot a round, hard rubber *puck* across the ice surface toward and into the opposing team's goal *net*. The net is defended by a team's goaltender. His responsibility is to stop the opposing team from shooting the puck into the net, and he usually plays the entire game without substitution. A player passes and shoots the puck by slapping or flipping the puck with the stick. Padding and helmets are worn to protect all players from the hard,

GETTING STARTED

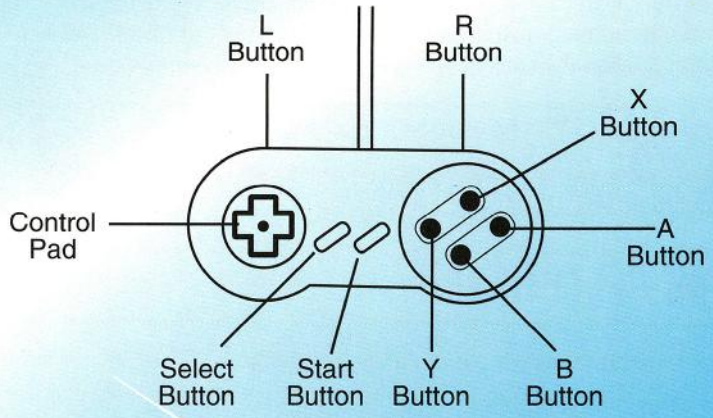
Make sure that your Super NES is turned off. Insert the *Wayne Gretzky and the NHLPA All–Stars* Game Pak securely in the slot and then turn on the power.

After the title sequence begins, you may press START to go directly to the START/OPTIONS screen.

Note: *If you're using a multi-player adapter, see your adaptor's manual for setup.*

PLAYER CONTROLS

Before you skate up and take to the ice, familiarize yourself with the game's controls.



On Offense

A Button: Slap shot
Press, hold and release the **A Button** for a harder Slap Shot.
B Button: Pass the puck
Y Button: Wrist shot
L or R Button + Control Pad: Burst of speed in the direction of your choice
X Button: One-timer as a pass is received

On Defense

A Button: Check opponent
Press, hold and release the **A Button** for a harder Check.
B Button: Switch to player closest to the puck
A + R or L Button: Super Check (Arcade mode only)
Y Button: Player attempts to block shot

When you attempt a hard slap shot or a hard check, watch the on screen hockey stick that corresponds to your player. It will darken from top to bottom, guaging the power of your shot or check. Release the button when the stick is completely dark for maximum power.

Note: *Press the **START Button** to pause the game during face-offs. Press **START** while the puck is in play to display the **Time Out Menu** (see **Calling Time Out**, pg. 25 for details).*

MENU SELECTIONS

- Press **D-Pad Up/Down** to move highlight.
- Press the **A Button** to select or toggle options.

PENALTIES

When a penalty is called on a player, his name appears on-screen. That player is sent to the penalty box for a two minute period of time. He may not be replaced on the ice, so the result of the penalty gives the opposing team a **Power Play** (see **The Power Play**, pg. 28). As many as two players on the same team may occupy the penalty box. A minimum of three skaters must remain on the ice (the goalie being the fourth). A goalie cannot be removed for a penalty, but a player is removed in his place if the goalie commits a penalty.

Note: *In 3 on 3 mode, a maximim of one player will be removed for a penalty.*

Penalties called in *Wayne Gretzky and the NHLPA All-Stars* are:

- **Hooking** - Using the blade of the hockey stick to interfere with an opposing player's progress.
- **Roughing** - Punching or shoving an opposing player.
- **High Sticking** - Holding the hockey stick above shoulder level, and striking an opponent.
- **Tripping** - Using your stick to trip an opposing player.

Note: *Two minute minor penalties are enforced for the entire two minutes or until the team with a man advantage scores a goal. At this point, the player may return to the ice, and the Power Play ends.*

Delayed Penalties

When a penalty is called on the team that is not in control of the puck, the referee raises his hand to indicate a Delayed Penalty. The team in control of the puck at that time can remove its goalie and adds another offensive player to the ice. Play continues until that team scores a goal or the defending team gains control of the puck. The penalty is waived if the team scores, or the referee enforces the penalty when play is stopped.

INFRACTIONS

In order to understand the game's infractions, you'll need an overview of the hockey rink's dimensions:

The red center line in the middle of the rink has a blue line on each side. The area between the blue lines and the nets represents each team's Offensive or Defensive Zones. The Offensive Zone on one side of the rink is the opposing team's Defensive Zone. The area in the center of the rink, from blue line to blue line, is the rink's Neutral Zone.

Offsides

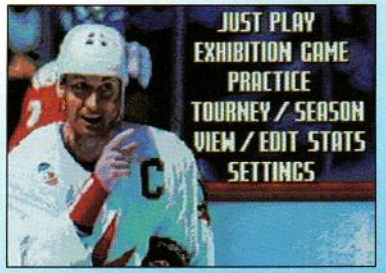
The referee calls offsides when an offensive player crosses into the opposing team's Defensive Zone before the puck crosses the blue line toward the net. When offsides is called, the referee initiates a face-off just outside the closest blue line.

NUMBER OF PLAYERS

Wayne Gretzky and the NHLPA All-Stars supports up to four players using a multi-player control adapter. The game's smart interface senses the number of controllers plugged into your Super NES console. At anytime before or during a game, players can begin or join a game in progress automatically by picking up a control pad and pressing a button. In tournament and season game modes, players 2, 3 and 4 will join Player 1 on the same team. In Just Play mode, Player 3 teams up with Player 1, and Player 4 with Player 2. In Exhibition mode, players choose which of the one or two teams they wish to play on. (See **Main Menu**, below, for game descriptions).

Note: *This game's smart interface allows one player to plug in a controller and play using either port 1 or 2.*

MAIN MENU



Just Play

So, you want to get on the ice and just play hockey? At the Title Screen, press any button twice to select the **Just Play** option from the Main Menu. You will automatically play an exhibition game, and teams will automatically be chosen for you. You may play with up to four players. (See **Number of Players** above)

Exhibition

This option allows you to play an exhibition game using any two of the 32 teams available in the game. After you've selected this option, the Team Selection Screen appears (see **Team Selection**, pg. 19).

Practice

This option lets you select and practice various facets of the game of hockey. You will play as the last home team chosen. If you haven't chosen a home team, you will go to the Team Selection Screen (see **Team Selection**, pg. 19). The options available are:

- **Team Practice** - Select this option to take to the ice with your team. You won't face any opposing players other than a goalie. Practice your passing, shooting, one-timers and any other aspects of your offensive game plan.

- **Face-Off Practice** - In hockey, it's always important to win as many face-offs as possible during the game. This option gives you an opportunity to practice your skills during face-offs (see **The Face-Off**, pg. 22).

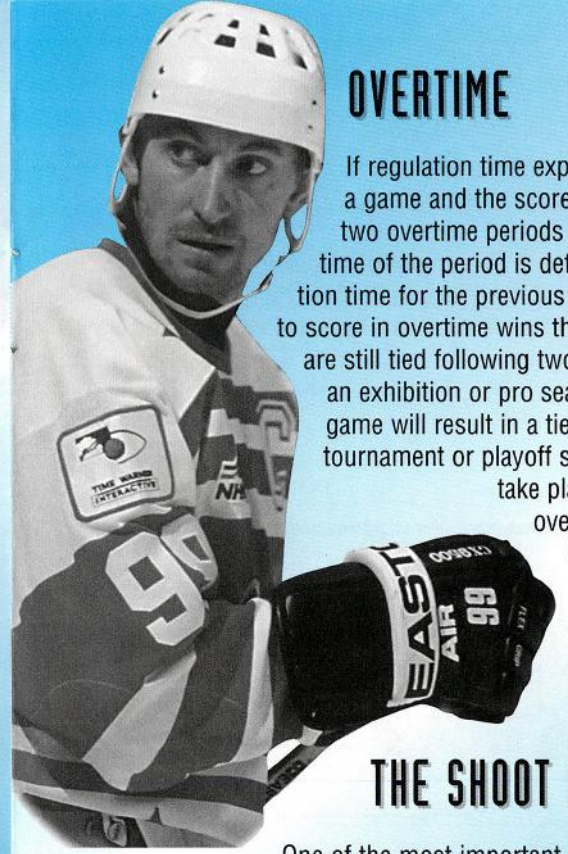
- **Shoot Out Practice** - When you're called upon to win a shoot out during an important playoff game, you'll want to be ready. Practice your shoot out skills using this option. You'll take turns with Player 2 or the CPU shooting and defending (see **The Shoot Out**, pg. 29, for details).

- **Done** - Select this option to exit the Practice Menu.

Tourney/Season

In this game mode, choose from various tournament modes and a pro season mode. Here are the four available options:

- **All Star Open Tournament** - Select this option to go to the Team Selection Screen (see **Team Selection**, pg. 19). You'll choose a professional team from



OVERTIME

If regulation time expires during a game and the score is tied, teams will play two overtime periods of sudden death. The time of the period is determined by the regulation time for the previous periods. The first team to score in overtime wins the game. If the teams are still tied following two periods of overtime in an exhibition or pro season overtime, the game will result in a tie. If you're playing a tournament or playoff series, a shoot out will take place following scoreless overtime periods (see **The Shoot Out**, below, for details).

THE SHOOT OUT

One of the most important game deciding skills is the Shoot Out. This situation takes place during tournaments and playoffs when the game is tied following the overtime period. Here's what happens during the Shoot Out:

The shooter picks up the puck at the center circle and continues to move forward until he takes a shot. If the player moves any direction other than forward, the shot attempt ends. Six shots are taken (three per team). The players chosen to shoot consist of your team's starting first line. The team with the most shots scored wins the Shoot Out.

- To block punches: press **Control Pad Down**
- Hard upper cut: press the **B Button**, and the **Control Pad Down** simultaneously
- To cancel the fight before it begins, use your **Control Pad** to back your skater off the screen

Note: *When players take their gloves off to fight it out, it costs their team dearly. Both players get sent to the penalty box, and the teams then play 4 on 4 until the penalty time runs out.*

The Power Play

When a player is called for a penalty, he goes to the penalty box, and the opposing team has a one man advantage on the ice. The opposing team maintains the advantage until they score a goal or the penalty time runs out. If the team with the advantage scores a goal, the penalized player may leave the penalty box, and return to the ice. In the event that two players on one team occupy the penalty box, two goals must be scored before both players may return to the ice before their penalty time runs out.

Penalty time remaining

5 on 4 advantage

one of six International All-Star teams and then guide your team toward a championship against a mixed field of strong professional and All-Star teams. After you select a team, the Tournament Bracket Screen will appear displaying your team above or below your first computer chosen opponent. Press the **A Button** to go to the Game Line Up Screen (see **Pre-Game/Edit Lines**, pg. 21). When you've finished making your line changes, press any button to begin.

- **Professional Tournament** - Choose this option to go to the Team Selection Screen (see **Team Selection**, pg. 19). Select one of 26 pro teams to play a tournament verses any of the other pro teams. After you select a team, the Tournament Bracket Screen will appear, displaying your team above or below your first computer chosen opponent. Press any button to go to the **Pre-Game/Edit Lines** Screen (see **Pre-Game/Edit Lines**, pg. 21). When you've finished making line up changes, press any button to begin.

- **Pro Playoffs Best of Seven** - Select this option to go to the Team Selection Screen (see **Team Selection**, pg. 19). After you select a pro team, the Tournament Bracket Screen appears. It displays your team and 15 computer chosen opponents in their respective brackets. A number will appear beside each team which represents the number of wins a team accumulates as the tournament progresses. The first team to achieve four wins moves on in the tournament to another Best of Seven series. Other match ups are simulated by the computer, and the process repeats until a champion is determined.

Pro Season - Select this option to go to the Team Selection Screen (see **Team Selection**, pg. 19).

You'll choose a team to play in a complete, 84-game hockey season. After you select your team, the Season Pre-Game Screen appears, displaying your team's name, next opponent and these five options:

- **Play Next Match** - Select this option to play the next opponent (listed on the bottom of the screen) on your schedule.
- **Skip Next Match** - This option allows you to let the computer simulate the upcoming game on your schedule. The simulation is instant and based partially on each team's skill levels. Keep in mind, simulating a game leaves the outcome of the game in the hands of the computer. You may lose the game you choose to skip.
- **Team Rankings** - Select this option to view the Team Rankings Screen. It displays all 26 teams' rankings, the number of games, wins, losses, ties, and points. Your team will be highlighted in white. Press the **D-Pad Up** or **Down** to scroll through the teams. When you are finished viewing the rankings, press **START** to return to the Pre-Game Screen.
- **Season Schedule** - This option allows you to view the Season Review Screen. It displays your team's season schedule. As you progress through the season, the games previously played turn white and their scores are listed. When you are finished viewing the season schedule, press **START** to return to the Pre-Game Screen.
- **Save Season and Exit** - This option lets you save your current season along with its scores and statistics. It then exits you from the Pro Season option.

Intimidate

This option is only available once per period. It instantly gives your players the "OK" to play a rough, relentless style of play.

Done

Select this option to leave the Time Out Screen and return to the game with any changes you made.

Checking

To steal the puck away from the opposing team, you'll need to be proficient in your checking skills. Here are the two types of checking:

- **Poke check** - Use your hockey stick to knock the puck away from an opponent and gain control.
- **Body check** - Use your body to knock the puck away from an opposing player in control of the puck. If you body check a player who's not in control of the puck, the referee may call a penalty.

Fighting

In the event that tempers get the better of two players, the game's progress is stopped, and the Fight Screen appears. Both players drop their gloves, and their sticks appear black on the ice. As the fight takes place, the sticks slowly turn white. A player loses when his stick is completely white. Here's how to handle yourself on the ice:

- To move toward or away from your opponent: Press the **Control Pad Left** or **Right**
- To punch: press the **A, B, or Y Button**
- To grab an opponent: press the **Control Pad Up** and the **B Button.**

Pull Goaltender

This option is used as a last ditch effort to score when your team is behind near the end of the game. When you pull your goalie, an extra skater is used to strengthen your offensive attack. The downside, of course, is that you've left yourself vulnerable to an easy goal scored against your team. It's a big gamble, but sometimes you have nothing to lose. When you select this option, you immediately return to the game in progress. **Remember:** If you score a goal to tie the game, make sure you put your goalie back in front of the net.

Game Modes

Toggle between **Arcade Mode** and **Simulation Mode** (see **Gameplay Modes**, pg. 17, for descriptions).

Change Lines

Make line changes to get rested players in the game (see **Pre-Game/Edit Lines**, pg. 21 for instructions). When you finish making changes, press **START** to return to the game with your new line.

Forfeit Game

Select this option to quit the game and return to the Main Menu. When you select this option, the game you forfeit will not be counted in your tournament or pro season win or loss column.

Note: *Forfeiting a game is an irreversible decision. Be sure you want to end your game before selecting this option.*

Instant Replay

To review a great play, select this option. A small control menu will appear in the top center of the screen. Use these controls to watch the replay:

- **Y Button** - Rewind
- **X Button** - Play
- **A Button** - Fast forward

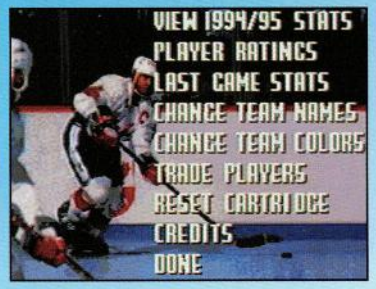
When you're finished, press **START** to return to the Time Out Screen.

RETURNING TO A SAVED TOURNEY/ SEASON GAME

When you select one of the four Tourney Season options, after you've saved a tournament or season, a pre-game screen will appear. It displays your chosen team and offers these three options to choose from:

- **Continue Saved Tourney/Season** - Select this option to continue the last tournament or season you saved. The Tournament Bracket Screen or Season Pre-Game Screen will appear.
- **Start New Tourney/Season** - This option will erase the previously saved information and start a new tournament or season from scratch. The Team Selection Screen will appear (see **Team Selection**, pg. 19). **Important:** Before selecting this option, be absolutely positive you want to start a new season. All previously stored Tourney/Season information will be lost.
- **Exit** - Select this option to return to the Main Menu. No tournaments or seasons will be played or erased.

Note: *When **Pro Season** is selected, the options listed above are displayed along with the amount of games played, your team's rank and your next opponent.*



VIEW/EDIT STATS

The View Stats Screen lets you choose from a variety of team and player statistic and editing options. They are:

View Season 94/95 Stats

This screen lets you view the rosters of all 32 teams available in Wayne Gretzky and the NHLPA All-Stars. Press the **D-Pad Up** and **Down** to view the entire roster. Player names are listed on the left, and their personal information and statistics are displayed in the Stats Window.

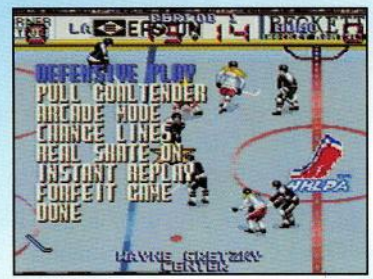
The Stats Window includes the players' Birthplace and stats from the 1994-'95 season using these abbreviations:

Player Stats

DOB - Date of Birth
POS - Position *(see next page for defined player positions)*
HT - Height
WT - Weight
GP - Games Played
GL - Goals
AS - Assists
PTS - Points
PIM - Penalties in Minutes
SOG - Shots on Goal
SHOT - Shooting Percentage

Control Pad Up/Down/Left or **Right** to move him, then press the **B Button** to pass to a teammate. You may also choose to hang on to the puck and opt for a face-off. Opposing players just love to intercept a bad pass from the goalie and shoot it into the net.

Calling Time Out



Press **START** at any point during the game (except during the face-off) and the Time Out options will appear on-screen. Press **Control Pad Up** or **Down** to highlight the options, then press the **A Button** to select. Here are your options:

Play Style

- **Aggressive Play** - In this style of play, players concentrate on getting the puck and defending the net with hard checking and overall aggressive play. Penalties are frequent and control of the puck is difficult to maintain.

- **Roughest Play** - Players hit hard and often. Pass the puck often to maintain control, because your opponent wastes no time in plastering you to the boards. Expect many penalties and Power Plays (see **The Power Play**, pg. 28) to determine the outcome.

- **Defensive Play** - This style of play is useful if you have a lead and want to protect the net. Your players will stay back and play hard defense, checking and stealing the puck from the opponent as they enter the zone.

opponent, though, he'll take it away in the blink of an eye. When the puck is next to the boards in front of the crowd, a yellow arrow appears to guide you to the puck.

Passing the Puck

The **B Button** is used to pass the puck to your teammates. If you press the **B Button** alone, the puck will be passed in the direction of the closest teammate. To be more precise, press the **Control Pad** in the direction of the player you want to pass to, then press the **B Button**. There are no guarantees. An opponent often appears out of nowhere to steal your pass, so be careful.

Shooting the Puck

This skill may seem like a no-brainer; just press the **A or Y Button** and shoot. Well, the goalies fill the nets very well, so you'll have to try different methods to outsmart them. Here are some ideas:

- To attempt a **Wrist Shot**, press the **Y Button**.
- To attempt a **Slap Shot**, press and release the **A Button**.
- To control the direction of your shot, press the **Control Pad** in direction you want, then shoot.
- To shoot a **One-Timer**, pass the puck to an open man in front of the net, then press the **A or Y Button** as quickly as possible to shoot. It takes practice, so be patient.

When a player scores a goal or assist, his name is displayed on screen during the celebration.

Controlling the Goalie

The CPU is in control of your goalie until he gains control of the puck. When the red or blue star appears below him, press the

Player Positions

C - Center
LW - Left Wing
RW - Right Wing
D - Defenseman
G - Goalie

Press the **A Button** to advance through the game's 32 teams in alphabetical order. To go in reverse order, press the **B Button**. Press **START** to return to the View/Edit Stats Menu.

Player Ratings

This option lets you view the player ratings from all the professional teams in the game. When selected, the screen displays all the professional teams available in the game. Each player rating is displayed with a white color bar filled with red. The further the red color extends to the right in the white bar, the stronger the rating.

Here are the rating strengths given for each player:

Speed - Indicates the skater's overall speed.

Shooting - Indicates the skater's shooting accuracy.

Toughness - Aggressiveness, intimidation and checking frequency are determined.

Awareness - Indicates the skater's offensive and defensive awareness on the ice.

Overall - An accumulation of the above attributes that determines your player's overall rating.

To View Player Ratings:

1 Press **Control Pad Up** or **Down** to highlight *the team* whose player ratings you want to view, then press the **A Button**. That team's players will appear.

2 Press **Control Pad Up** or **Down** to highlight *the player* whose ratings you want to view. His team, name, position, height, weight, statistics and ratings will appear. (See **View/Edit Stats**, pg. 12, for definitions of statistic abbreviations).

3 Repeat steps 1 and 2 to view other player ratings.

4 When you're finished viewing player ratings, press any button to return to the Main Menu.

Last Game Stats

This option allows you to look at the statistics accumulated in the last game played in full. It lists the teams that played along with the players that scored the most points, goals and assists. When you're finished viewing stats, press **START** to return to the Main Menu.

Change Team Names

Select this option to change the name of any professional team. To do so:

1 Press **Control Pad Up** or **Down** to highlight the team name you want to change.

2 Press the **A Button**. The team name will appear in the edit window.

3 Press **Control Pad Up** or **Down** to scroll through the letters.

4 When you find the letter you want, press **Press Control Pad Left** or **Right** to move to the next letter.

5 Repeat the process until the new name is spelled, then press **START** to accept the new name. Press **START** again to return to the Main Menu.

While the puck is in play, the main game screen displays 3 letter abbreviations of the team's names. The score and game time also appear in the upper portion of the screen, and the current period is displayed above the game time. Human player indicators appear as hockey sticks on the lower right or left side of the screen, depending on how many human players are playing and what team they have chosen. Players skate in the right and left directions toward their opponent's net. Take the Shot!

Player Control Colors

- **On Defense** - Player 1 controls the skater with the red circle beneath him. Player 2 controls the skater above the blue circle. Using the multi-player control adapter, the control colors for Players 3 and 4 would be determined by the color of his or her teammate.

- **On Offense** - When a player gains control of the puck, Player 1 controls the player above the red star and Player 2 above the blue star. Using the multi-player control adapter, the control colors for Players 3 and 4 would be determined by the color of his or her teammate.

Notes:

- *The CPU has no defensive colored circle, but when it gains possession of the puck, a clear star appears beneath the player's skates.*
- *When a human controlled player is off-screen and away from the puck, an arrow the color of his possession star appears and points in the direction of the player.*

Puck Possession

Players automatically gain control of the puck when it comes in contact with their red or blue circle. The name of the player controlling the puck is displayed at the bottom of the screen. Avoid your

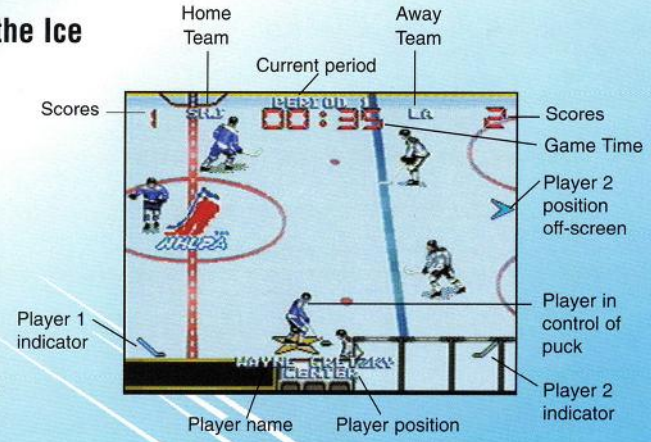
GAME ON!

You've made all your pre-game setting and line-up changes, and now you want to play. The following information will get you familiar with the game. (See **The Object of the Game**, pg. 32, for more about the game).

The Face-Off

During the face-off, you'll be placed right on the ice with the players. To win the face-off, press the **Control Pad** in the direction you want the puck to go, then press the **A Button** to gain control of the puck when the referee drops it. After the referee drops the puck, watch the direction the puck takes. The screen will cut to the gameplay view, and you'll need to react accordingly. Remember, your opponent is just as intent on winning the face-off as you are. Good luck.

On the Ice



Change Team Colors

This option allows you to change any professional team's uniform colors. Here's how:

1. Press **Control Pad Up** or **Down** to highlight the team whose uniform color you want to change. The team's name and current color will appear in the edit window.
2. Press the **A Button**, then Press **Control Pad Up** or **Down** to scroll through the available colors.
3. When you find the color you want, press **START** to accept it.
4. Repeat the process to change other team's uniforms, or press **START** again to return to the Main Menu.

Trade Players

So, you want all the greats on your team? Well, here's how you can make it happen. To trade players from one professional team to another:

1. Press **Control Pad Up** or **Down** to highlight the name of the team you would like to trade a player from.
2. Press the **A Button**. That team's roster will appear.
3. Press **Control Pad Up** or **Down** to highlight the name of the player you want to trade, then press the **A Button**.

4 Press **Control Pad Up** or **Down** to highlight the name of the team that has the player you would like to acquire, then press the **A Button**.

5 Press **Control Pad Up** or **Down** to highlight the name of the player you want to acquire, then press the **A Button**. The screen will describe the trade.

6 Press **START** to accept the terms of the trade, or press the **X Button** to cancel.

7 Repeat the process to make more trades. When you have finished, press **START** to return to the Main Menu.

Note: *International teams are not available in the Trade Players option. You may only trade players from the professional teams' rosters.*

Reset Cartridge

Select this option to choose one of these four cartridge maintenance options:

Don't Erase Cartridge - If you changed your mind about erasing your cartridge, select this option.

Reset Entire Cartridge - Select this option to completely erase all saved seasons, tournaments, team name, color changes and trades. Your cartridge will be reset to all default settings.

Reset All Except Team Names - This option lets you reset all saved seasons, tournaments, team colors, and trades. You'll keep any changed team names and colors.

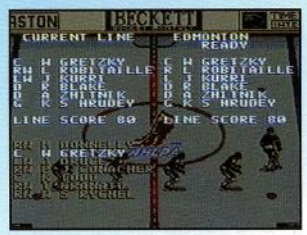
Reset Only Team Names - This option resets only team name changes that have been made to the cartridge. All other information will be saved.

Done

This option returns you to the Main Menu.

PRE-GAME/EDIT LINES

This screen appears before each Exhibition, Tournament or Pro Season game. It displays the rosters of each team, and that team's Line Ratings (High to Low). It allows you to edit your starting line.
To do so:



1 Press **Control Pad Down** once to access the bench players.

2 Highlight the starting player you want to replace, then press the **A Button** to cycle through the players available for that position.

3 When you finish changing the player, press **Control Pad Down** to select another player, then repeat steps 1 and 2.

4 Press **START** to go to the opening face-off.

Note: *Centers, Left Wings, and Right Wings are interchangeable, but you may only replace defensive players with other defensive players and goalies with goalies. In 3 on 3 mode, all players are interchangeable.*

To Select Teams for an Exhibition Game:

1. Press **Control Pad Up/Down/Left** or **Right** to move your skater over a team logo or star.
2. When a team logo is highlighted or the international flag appears, press any button to select that team.
3. Repeat the process to select a second team. The Pick Sides Screen will appear.
4. Press **Control Pad Left** or **Right** to move the skater to the team you want to play on. (Up to 4 players can pick the same team).
5. Press the **A Button** to select that team, and go to the Pre-Game/Edit Lines Screen (see **Pre-Game/Edit Lines**, next page).

To Select a Team for a Tournament or Pro Season:

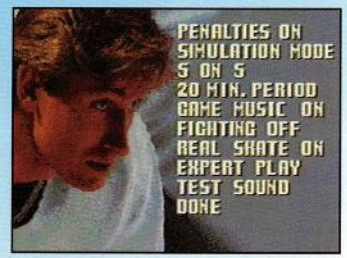
Repeat steps **1** and **2** above. The Tournament Bracket (see **Tournament Bracket Screen**, below) or Season Pre-Game Screen (see **Pre-Game/Edit Lines**, next page) will appear.

Note: *If you are using a 4 way play adapter and a team is selected, you'll automatically play in 2 on 2 mode. (See **Number of Players**, pg.7, for details).*

TOURNAMENT BRACKET SCREEN

After you make a team selection for an All-Star or Playoff Tournament, the Tournament Bracket Screen appears. It displays the team you selected and 15 computer chosen teams in their respective brackets. Your team appears above or below your first opponent. If your Win/Loss record is good enough following a completed Pro Season, this bracket will also appear with all the other playoff teams. Press any button to go to the Pre-Game/Edit Lines Screen (see **Pre-Game/Edit Lines**, next page).

SETTINGS



Choose this option to view the Settings Screen. Highlight the option you want, and press the **A Button** to toggle and adjust your game's settings the way you want. Here are the options:

Penalties On/No Penalties

Press the **A Button** to turn penalties **On** or **Off** (see **Penalties**, pg. 31).

Gameplay Modes

Wayne Gretzky and the NHLPA All-Stars has two types of gameplay modes. They are:

Simulation - This game mode simulates real professional hockey with all rules enforced except Icing.

Arcade mode - This mode is an all-out, fast action hockey game. Offsides penalties are not called by the referee, and other penalties are called less often. Just get the puck past the goalie.

Tip: A "Super Check" is available in Arcade mode. Press both the **A** and **L Button** simultaneously to muscle the puck away from your opponent.

Players on a Team

Wayne Gretzky and the NHLPA All-Stars lets you choose the number of players you would like to have on a team.

5 Players on a Team - Play the game with the standard 5 on 5 team match ups.

3 Players on a Team - Select this option to play with 3 players on each team. By default, the game will give you a Center, a Winger and a defenseman.

At any time during the game, you can replace these players with any players from any position (see **Pre-Game/Edit Lines**, pg. 21 for instructions). You can put in 3 centers, 3 wingers, or 3 defenseman - or any combination.

Period Minutes

Select from 2, 5, 10, or 20 minute periods.

Game Music

Toggle the organ music **On** or **Off**.

Fighting

Toggle the games fighting mode **On** or **Off**.

Real Skate Mode

Turn this mode **Off** to give your skater a more lateral (side to side) movement. Your skaters will also skate backwards in a defensive position that allows them to slow or stop any offensive progress towards their own net. Turn this option **On** to keep the default (circular) movement setting.

Difficulty

Select one of three difficulty settings for your game. They are:

Rookie Play - This setting is for the beginner who wants to get a feel for the game and stay competitive with the computer teams.

Medium Play - Select this setting to advance from rookie status and take on some tougher competition.

Expert - If you've paid your dues, and you're ready for a real challenge, select this setting.

Test Sound

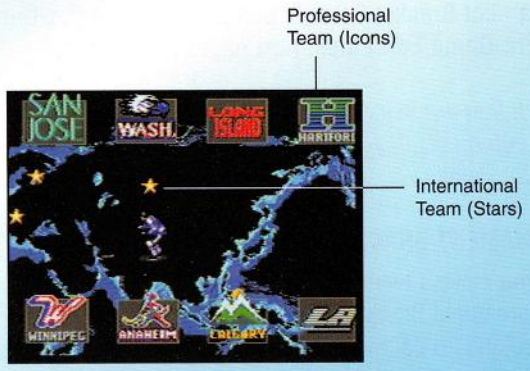
Select this option to listen to the various gameplay sounds found in *Wayne Gretzky and the NHLPA All-Stars*. Press the **A Button** to cycle through the sounds.

Done

Select this option when you've finished making changes. You'll exit Settings and return to the Main Menu.

TEAM SELECTION

Before you begin a game, the Team Selection Screen will appear. It displays a world map and icon logos representing the game's pro teams. The stars on the map indicate the six international teams incorporated in the game. When an international team is selected, the country's flag appears. When a team logo is selected, it is highlighted by fire.



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(1) GRAND PRIZE: A 3 day/2 night trip for two to Los Angeles, CA during the 1995/96 hockey season, to attend a Kings practice session and a Kings Game and to have a special meeting with Wayne Gretzky. Trip includes round trip air transportation from major airport nearest winner's home, double occupancy hotel accommodations and game tickets.

(2) FIRST PRIZES: Limited Edition Wayne Gretzky "Ninety-nine" European Tour Jersey, autographed by Wayne Gretzky.

(10) SECOND PRIZES: Official authorized Wayne Gretzky pictorial biography, autographed by Wayne Gretzky.

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ANSWER THE QUESTION: What are the two gameplay modes found in Wayne Gretzky and the NHLPA All-Stars and what gaming/computer system do these modes apply to?

---

1. TO ENTER: Complete an official entry form or on a 4in 3" x 5" paper, hand print your name, address, zip code and the answer to the following question: Name two gameplay modes found in Wayne Gretzky and the NHLPA All-Stars and what gaming/computer system these modes apply to. The answer to the question may be found on the package of Wayne Gretzky and the NHLPA All-Stars game or, for the correct answer, send a self-addressed, stamped envelope to: Wayne Gretzky Request, P.O. Box 649, Sayerville, NJ 08871. Mail your entry to: Wayne Gretzky Sweepstakes, P.O. Box 4032, Grand Rapids, MN 55730-4032. Enter as often as you wish, but each entry must be mailed separately and be received by 12/31/95. Mechanically reproduced entries will not be accepted. No responsibility is assumed for late, lost, illegible, incomplete, postage due or misdirected entries.

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3. DETAILS: Winners will be selected in a random drawing, on or about 1/15/96, from among all eligible entries received. Drawing will be conducted by Marden Kane, Inc., an independent judging organization whose decisions are final and binding on all matters relating to this sweepstakes. All prizes will be awarded and winners notified by mail. No substitutions or transfers of prizes are permitted except by sponsor due to unavailability, in which case a prize of equal or greater value will be awarded. In the event Wayne Gretzky is not available for any reason, winner will still be required to take prize trip on the date specified on winner's notification. Odds of winning depend upon the number of eligible entries received. Taxes o prizes, if any, are the responsibility of the individual winners. Winners agree to the use of his/her name and/or likenesses for publicity purposes without further compensation, except where prohibited by law. Winners may be required to complete an Affidavit of Eligibility and Release within 14 days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. If the trip winner is a minor, prize will be awarded in the name of a parent or legal guardian. Travel companion of Grand Prize winner must be at least 18 years old unless an immediate family member, and will be required to sign a liability release. Grand Prize winner must agree to take the trip at a specific time, for which at least 30 days prior notice will be provided, or the prize will be forfeited and an alternate winner selected. Sponsors and their agencies assume no responsibility or liability for damages, losses or injuries resulting from participation in this sweepstakes or acceptance or use of any prize.

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5. WINNERS LIST: For the name of the winner, available after 2/1/96, send a self-addressed, stamped envelope to: Wayne Gretzky Sweepstakes Winner, P.O. Box 711, Sayreville, NJ 08871-0711